This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

 Claims 1-13: Cancelled.

 14. (Currently amended) A method comprising:

 providing a communications channel between a server and a first client device;

 providing a communications channel between said server and a second client device;

 retrieving real-time interactive content from a plurality of sources into ~~said~~ a server;

 recognizing transmission and reception capabilities of ~~said~~ a first client device with said server and of ~~said~~ a second client device with said server;

 configuring said real-time interactive content according to said transmission and reception capabilities of said first and second client devices with said server to ensure said first and second client devices each have an adequate window to respond to the real-time interactive content;

 generating information pertinent to the real-time interactive content; and

 <u>substantially</u> simultaneously transferring said configured real-time interactive content and said pertinent information to said first and second client devices.

 15. (Previously presented) A method as recited in claim 14, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

 16. (Previously presented) A method as recited in claim 14, further comprising organizing the retrieved interactive content into a first level database.

 17. (Previously presented) A method as recited in claim 16, further comprising storing preferences of a user associated with said first client device in said server, wherein a set of second level databases are generated according to the preferences of said user.

18. (Previously presented) A method as recited in claim 17, wherein the method provides interactive services to a plurality of users, the first level database is organized and shared among said plurality of users, and a plurality of individual sets of second level databases are generated, said plurality of individual sets of second level databases corresponding respectively to said plurality of users.

19. (Currently amended) A computer-readable medium having computer-executable instructions for instructing a computing apparatus to perform actions comprising:

~~providing one or more communications channels between a server and a first client device;~~

~~providing a communications channel between said apparatus and a second client device;~~

retrieving real-time interactive content from a plurality of sources into said computing apparatus;

recognizing transmission and reception capabilities of ~~said~~ a first client device with said computing apparatus and of ~~said~~ a second client device with said ~~server~~computing apparatus;

configuring said real-time interactive content according to said transmission and reception capabilities of said first and second client devices with said ~~server~~ computing apparatus to ensure said first and second client devices each have an adequate window to respond to the real-time interactive content;

generating information pertinent to the real-time interactive content; and

substantially simultaneously transferring said configured real-time interactive content and said pertinent information to said first and second client devices.

20. (Previously presented) A computer-readable medium as recited in claim 19, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

21. (Previously presented) A computer-readable medium as recited in claim 19, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

22. (Previously presented) A computer-readable medium as recited in claim 21, further comprising organizing the retrieved interactive content into a first level database.

23. (Currently amended) A computer-readable medium as recited in claim 22, wherein the computing ~~device~~ apparatus provides interactive services to a plurality of users, the first level database is organized and shared among said plurality of users, and a plurality of individual sets of second level databases are generated, said plurality of individual sets of second level databases corresponding respectively to said plurality of users.

24. (Previously presented) The method according to claim 14, wherein said interactive content comprises betting information.

25. (Previously presented) The method according to claim 24, wherein said pertinent information comprises current information regarding prospective wagers.

26. (Previously presented) The method according to claim 24, wherein said interactive content comprises betting information related to the preferences of said client.

27. (Previously presented) The method according to claim 26, wherein the interactive content comprises betting information related to a sports team of interest to said client.

Claims 28-36: Cancelled.

37. (Previously presented) The computer-readable medium according to claim 19, wherein said interactive content comprises betting information.

38. (Previously presented) The computer-readable medium according to claim 37, wherein said pertinent information comprises current information regarding prospective wagers.

39. (Previously presented) The computer-readable medium according to claim 37, wherein said interactive content comprises betting information related to the preferences of said client.

40. (Previously presented) The computer-readable medium according to claim 39, wherein the interactive content comprises betting information related to a sports team of interest to said client.

Claims 41-46: Cancelled.

47.   (Currently amended)   An apparatus comprising:

a communications interface; and

a processor configured to perform actions comprising:

~~establish a communications channel to a first client device via the communications interface;~~

~~establish a communications channel to a second client device via the communications interface;~~

retrieve real-time interactive content from a plurality of sources;

check a first data transmission speed for transmitting data from the apparatus to ~~the~~ a first client device <u>via the communications interface</u>;

check a second data transmission speed for transmitting data from the apparatus to ~~the~~ a second client device <u>via the communications interface</u>;

configure said real-time interactive content according to said first and second data transmission speeds to ensure the first and second client devices have an adequate window to respond to the real-time interactive content;

generate information pertinent to the real-time interactive content; and

<u>substantially</u> simultaneously transfer said configured real-time interactive content and said pertinent information to said first and second client devices.

48.   (Previously presented)   The apparatus of claim 47, wherein said apparatus provides a betting service and said adequate window to respond to the real-time interactive content comprises a betting window.